

DIGITAL PRESS

THE Bio-degradable Source for Videogamers

T79

#44:



unplayed.



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unplayed.

editor's BLURB by Joe Santulli

To kick this off, I'd like to give a big hand to Leonard Herman for digging through his archives and making all of the incredibly cool marketing sheets you'll see in this issue available to all of you. Leonard has been involved in this industry and with "the press" since the early years of electronic gaming, and the show that they now call E3 (Electronic Entertainment Expo) was once part of CES (Consumer Electronics Show). In his years he amassed quite a collection of press kits. When we got a look at what was in there, we were pleasantly surprised with the amount of unreleased games these companies were promoting. Most of them we had heard about and had seen pre-release pics in Electronic Games magazine, but many others were news to us. We've attempted to grab the images that caught our eye and plaster them into this issue.

In addition, we did the E3 thing again this year and are reporting back some of the events. These events are always such a blast—like a carnival where you can drink yourself silly. It's also great to be able to connect with fellow DP staff members and mingle with the industry. Okay, who am I kidding... it's mostly about the drinking.

This issue won't have the typical jam-packed-into-every-nook-and-cranny verbal content, but I'm hoping to more than make up for that with overall "wonder". I mean... wow.... Wild Western for the 2600! Intellivision Mr. Do! The Ultravision console! It was really a trip seeing this stuff, and I wish I could have included more of it, but I'm confident that I got the things that make DP readers get their panties in a bunch.

Next it's off to the Classic Gaming Expo! Many of you reading this are already at the show, nice to meet ya. Those of you who didn't make it... tsk, tsk, tsk.



unplayed
By Joe Santulli

I chose what I consider to be the most notorious "unplayed" game that every classic gamer has ever seen: the Atari 2600 version of Turbo. This screen shot haunts most of us... does it exist? See more info about it inside!

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E3 RECAP

Part One: Joe's Highlights

Video gaming events have always been like two separate but equally hedonistic activities: there's the giant carnival, where you feel like a kid in ... well, in a carnival. And then there's the ensuing "bash" that can happen anywhere, for any length of time, involving immeasurable amounts of alcohol. This year's E3 was no different.



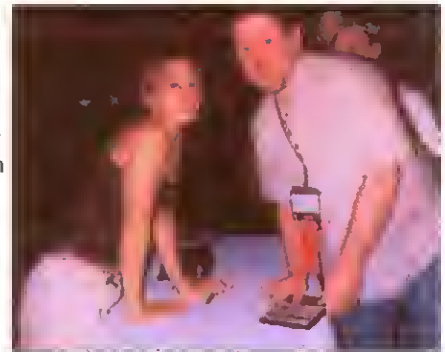
Our gang: from left: Kelly Solowsky, Leonard Herman, Larry Anderson, John Hardie, Don Rogers, Joe Santulli (behind camera).

I traveled to the show which was held in Los Angeles on May 11, 12, and 13 with rookie staff member Kelly Solowsky (who has become a regular at our local gaming get-togethers). Kelly had never been to an E3, but plays with the best of 'em, so I invited her to join us. Due to heavy storms in our area, we actually had our flight cancelled and could not connect with the rest of the gang until a full day later. This, of course, meant that we had to "catch up" on the moment when we arrived. And we did. Fellow DP staffers Larry Anderson and John Hardie were already in Los Angeles with E3 regular Don Rogers and renowned author Leonard Herman. That first night after we arrived was pretty much relegated to the hotel bar, where we proceeded to drink ourselves silly. Highlights included a nosy reporter from Seattle who thought classic games like MS. POKEMON (you're reading it right, folks) were lots of fun and who was hitting on Larry; John getting regular "heart attacks" as we swapped funny stories; a very nice bathroom looking not nearly as nice late into the night; and the most efficient doorman in the world continually locking us outside during "smoke breaks".

Everyone was in surprisingly good condition the following morning as we headed to the "carnival" that is E3. It was its usual glitzy, flashy, overdone and overloud extravaganza. Just perfect! Quick recap on the important stuff: Sony announced the release of the Playstation 2 at the show (October 26). Microsoft "unveiled" their new system (X-box) with no gameplay but with some pretty impressive CGI demos. Nintendo did NOT have the Dolphin (a system they were expected to unveil) available for any kind of demonstration or press info. Sega stole the show with stage acts that were of Vegas proportions. Two games they were focusing attendees on throughout were Space Channel 5 (a very "stimulating" dancing performance) and Jet Grind Radio, where rollerbladers actually hit the half-pipes that were built into the stage. It was quite a party in the Sega area.

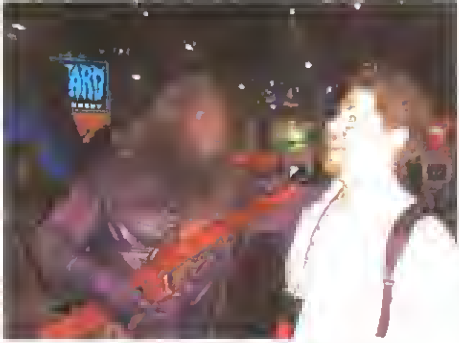
It's difficult to get to play everything on the floor at these shows and not feel like you're going to miss something somewhere else, but I got around enough to spot the games that I'm personally looking forward to playing when they're released. The Dreamcast has **Shenmue**, which is a difficult game to describe since it essentially mixes many genres together. It's one part RPG, two parts Dragon's Lair, one part Tekken, and a dash of Metal Gear. Don't ask how I came up with that, these are just the things that the game brought to mind as I played. When I was a kid I used to love the cartoon **Wacky Races**, and I was thrilled to see that the Dreamcast version of this game looks true to the show and actually played very nice as well. It had more options than I think I've ever seen in an "arcade" racing game, or the many kart-style games available today. **Jet Grind Radio** looks very nice, a skateboarding/rollerblading game that takes place across a huge landscape. The graphics are quite unusual for Dreamcast, taking a page out of Eidos' **Fear Effect** by making the main characters look like animation cels while the high-res backgrounds whiz by.

Over on the Playstation 2 side, where Sony had an "underground" laser show highlighting their new system, there were less impressive titles. **Armored Core 2** was the standout in my opinion. The Playstation game series was always a lot of fun but not always so pretty to look at—AC2 is a gorgeous game with large, colorful characters and blistering game-play. Too bad for me my brief moments with this game were against someone who must have written the game—I had to use the 'ol "run away until the other guy gets tired of chasing me" strategy. I was really impressed with the concept and look of **Dynasty Warriors 2**, which wasn't getting much visibility probably because it needed some serious frame-rate fixes. The game takes place in feudal Japan and pits one or two Samurai against what appears to be an entire army. You have to fight battles against many opponents in a 360 degree play area. The sheer number of opponents on the screen at once in such detail was awesome to behold, bringing back memories of those old chop-socky karate movies. They gotta fix the frame-rate though, because the extra characters and detail were causing some serious slowdown issues. **Metal Gear Solid 2** was also being previewed, and it's jaw-dropping. Everyone is looking forward to this one!



A highlight of the show was telling Amy Jo Johnson that I really enjoyed all of the porn she put on the internet. It was here that I discovered Amy Jo didn't put that porn on the internet at all, and it was here that I met Amy Jo's big bodyguard for the first time.

There wasn't as much to look forward to on the original Playstation front, but there's certainly no shortage of games there either. **Bust-a-Groove 2** was getting minimal exposure (it was actually hard to find it), but looks like a winner, expanding on what I think is one of the most underrated games ever. It's fun, it's catchy, two can play, and it looks and sounds great! Namco's **Ms. Pac-Man Maze Madness** takes the Pac-Man World "world", another step ahead. Ms. Pac MM isn't the sprawling platform adventure last year's Pac World was, concentrating instead on mazes and puzzles. Classic gamers are going to love it. Speaking of classic gaming, look for Hasbro's **Breakout**, which expands on last year's Pong universe a bit (your character in Breakout is the same as in Pong). They've also improved Frogger in its sequel, aptly titled **Frogger 2** (though it has nothing to do with Threedeeep, the classic systems' sequel).



This was Amy Jo's bodyguard.

I wish there was more to see for the N64, but it's apparent that Nintendo has only Pokemon on their minds for now. There was a pretty good looking new **Zelda** game, but the most interesting game for this system is the new **Conker** game. The gameplay was smooth, there was some politically incorrect (or at least Nintendo incorrect) dialogue and events, and the whole package just reeks of "classic". If you're

going to try anything for N64 (besides Perfect Dark) this summer, do have a look at this one. Oh! Classic gamers, before I forget, there's a new **BurgerTime** game coming out for the Game Boy Color... with the Flintstones license! I didn't get to play it, but it looked like our beloved Midway classic.

Those are the highlights, folks! And right on the heels of all this gaming goodness is the Classic Gaming Expo in Vegas. How much gaming can even a vidiot such as myself take? Answer: as much as you can dish out.



After the upsetting Amy Jo incident I found some new girls to stalk.

Part Two: a Newcomer's Take (Kelly Solowsky)

E3-A Gamer's Dream come true!

This was my first ever trip out to The Entertainment Expo, and I would have to say that it was the coolest experience of my 16-bit life! When I first walked in, my thoughts were "how am I going to look at all this stuff in only 3 days?!" The best way that I can describe it is a huge carnival for adults based on video games. There was a giant Game Boy made out of Legos, a life-size Lara Croft Statue, and there were people walking around dressed as Video Game characters! I got my picture taken with Ms. Pac Man, Cat Woman, The Planet of the Apes, Duke Nuke-em, The Simpsons, the vampires from Buffy The Vampire Slayer, and tons more! I was like a kid in a candy store, I didn't even know where to begin!



Where else can you go and get groped by scary giant cartoon characters?

There were so many games that looked great, my favorites that I got to play were **Bust a Groove 2** and **The Simpson's Wrestling Game**. The music for Bust a Groove 2 was even better than the first one if that's at all possible! The characters have been changed a little, and there is some new ones. There is a lot more going on in the background which makes it much more interesting to play! My girl Kelly is a cop, and is all grown up tearing up the streets with her smooth moves. She doesn't dance as good as The Real Kelly, but she's getting there! I can see that this game will be played until I have the songs embedded in my brain forever! The Simpsons Wrestling Game looked like it was going to be a lot of laughs. The sound effects were great, and the fact that you get to pick from so many different characters from the show is something I look forward to. It still looked like there was some bugs to be worked out, and I could tell that it wasn't done being developed yet, but I think this will end up being yet another one of my favorites in my Game Library!

It was exciting to check out games that are still in development and not released to the public yet! I felt like a Spy, or a CIA Agent on a mission to play as many games, and collect as many freebies as I could carry in the short 3 days I had. By the end of the show, my arms and legs felt like I had carried around a small elephant strapped to my back for a month! It was so worth

it though, this trip was by far the coolest experience of my young life, and I look forward to making this a tradition for years to come!



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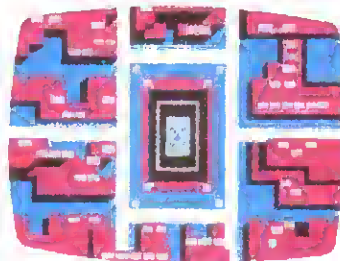
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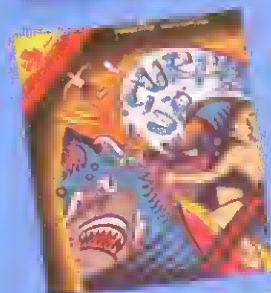
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S.A.C. ALERT
☐ #3135 Atari 2600
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S.A.C. ALERT™

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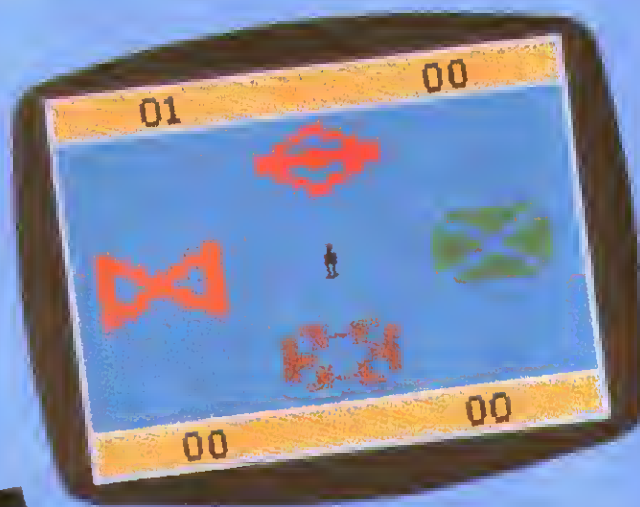
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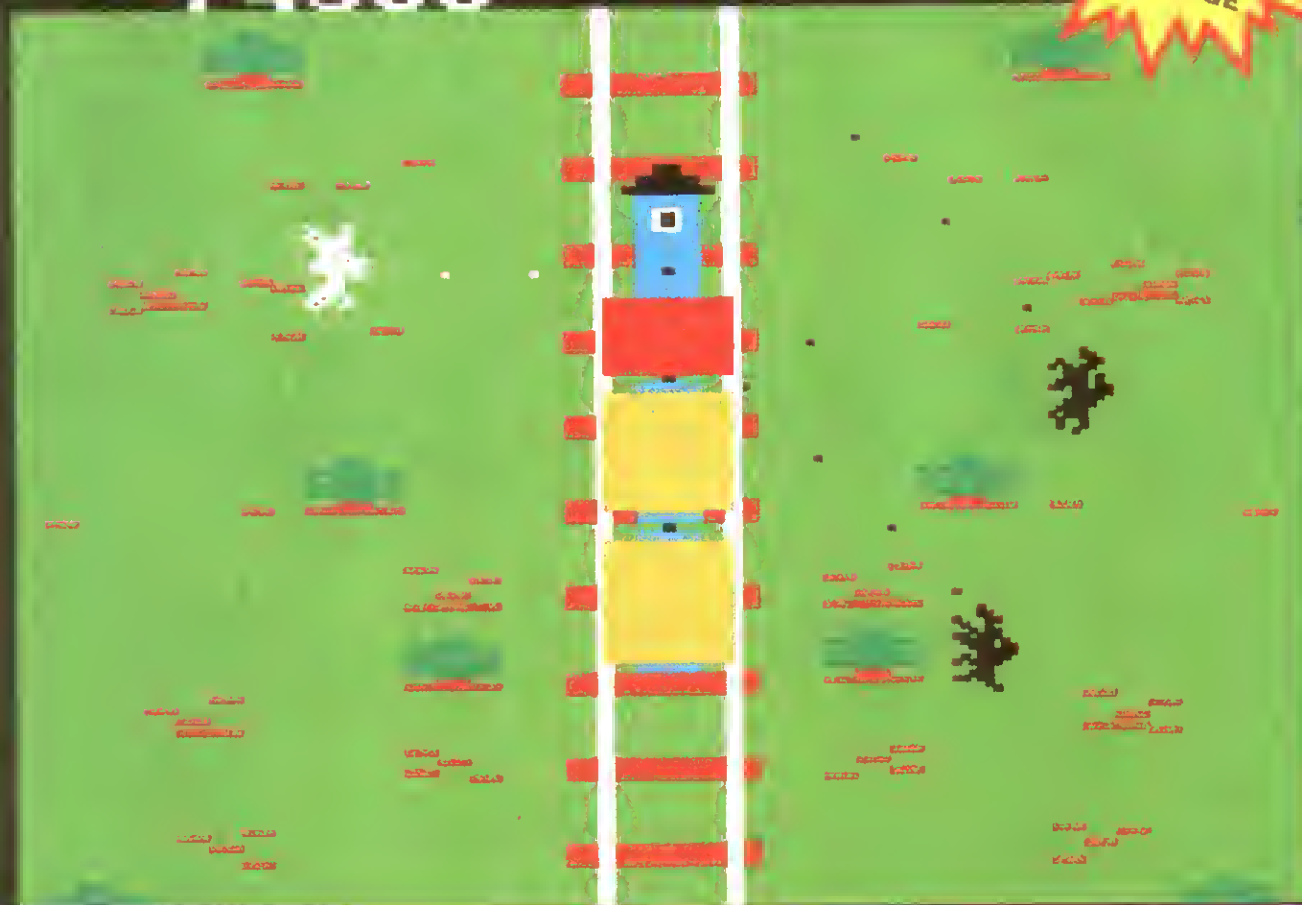
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This high-speed racing action game is not for the faint-hearted! You control a high-performance car, speeding down the open road. Accelerate—change lanes—but watch out! While controlling the car's speed and direction, you've got to pass other racing cars, avoid treacherous obstacles, and still make it in record time!

*Actual game screen may show variation from illustration above

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A COLECO
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI[®] 2600
VIDEO COMPUTER SYSTEM[™]
AND
SEARS VIDEO ARCADE[™]



COLECO

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ROCKY™

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USE ATARI®
JOYSTICK
CONTROLLERS
WITH THIS
CARTRIDGE



CAPTURES THE DRAMA AND EXCITEMENT OF ROCKY'S™ HEAVYWEIGHT CHAMPIONSHIP FIGHT!

A COLECO
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI® 2600
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AND
SEARS VIDEO ARCADE™

Experience boxing as if you were right in the ring! Exciting action and ring strategy help you be the champ! Stage your own video slugfests competing against another player or battle it out as a one-player game. Whichever way the decision goes, ROCKY™ BATTLES THE CHAMP is a knockout every time!

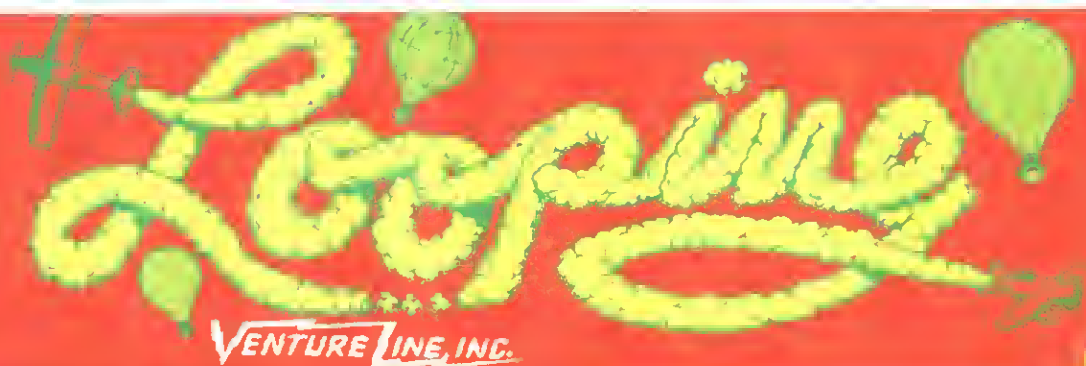
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#2654

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CARTRIDGE

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2580



THE SKY'S THE LIMIT!

Get ready to loop, climb and dive your way on a dangerous airborne mission unlike any other! While dodging rising air balloons, you must release the hard-to-open gate controls. Once you've opened the gates, test your flying accuracy through an unearthly maze that's ridden with deadly enemies. It takes a real pro to reach "THE END"!

*Actual game screen may show variation from illustration above

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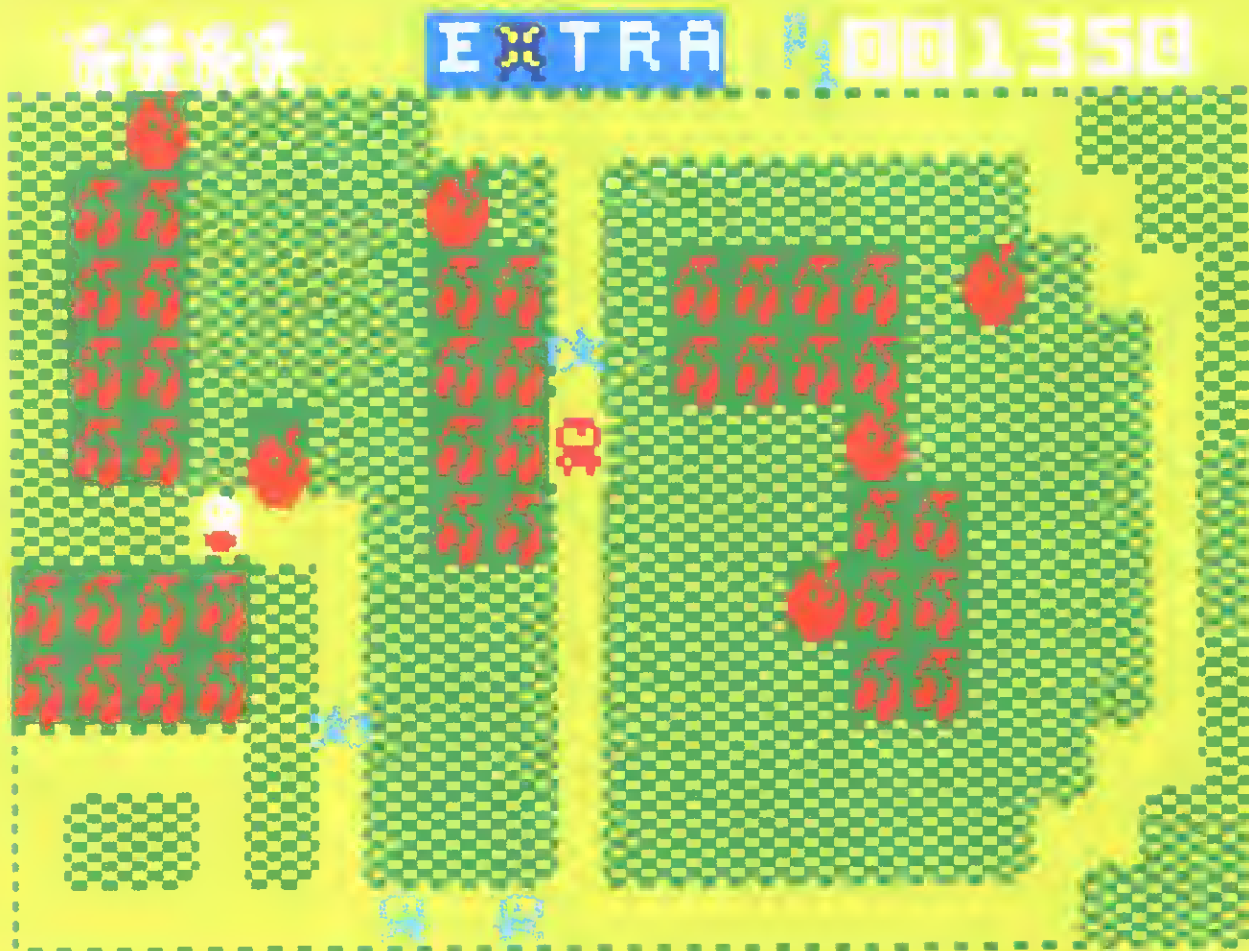
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Mr. Do!



A COLECO
VIDEO GAME CARTRIDGE
FOR USE WITH
INTELLIVISION®
MASTER COMPONENT
AND SEARS
SUPER VIDEO ARCADE™

IS LIFE JUST A BOWL OF CHERRIES?

Mr. Do!™ needs your help to harvest the goodies in his orchard. Sounds easy, right? Wrong! Evil Bodguys chase him every step of the way. Mow a path to the cherries and start picking... have Mr. Do!™ throw his Power Ball to eliminate some of his pursuers. More Bodguys just keep right on coming, though, so push apples down to squish them flat! It takes skill, strategy, speed and planning to clear out the orchard, get special bonuses and go on to even more challenging action.

*Actual game screen may show variation from illustration above.


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SMURFETTE'STM BIRTHDAY

LICENSED
ACTION GAME

PLAYER 1 
122730



JOIN THE SMURFSTM ON A TREASURE HUNT!

A COLECO
VIDEO GAME CARTRIDGE
FOR USE WITH
INTELLIVISION[®]
MASTER COMPONENT
AND SEARS
SUPER VIDEO ARCADE[™]

The whole Smurf[™] village is celebrating Smurfette's[™] birthday! And you can join in the celebration. Send your favorite Smurf[™] character to seek out the right present. But watch out for unexpected troubles along the way. Start by taking your hero out of the village in a car, on a drive through the forest. Check for clues along the way. It sounds so simple, but there are all kinds of dangers and difficulties in your path. Once everything needed is on the table, Smurfette[™] appears and the party begins!

*Actual game screen may show variation from illustration above.

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Two CBS Video Games So Fantastic, They Had to Wait for the RAM PLUS™ Expanded Memory to Become a Reality



TUNNEL RUNNER™

You, not a mere figure on the screen, are actually in a mysterious labyrinth, surrounded by walls for as far as the eye can see. Check your map for clues to your escape, but as soon as you get out, a new and more perplexing maze presents itself. And the better you get, the less you are able to rely on the maps. You're on your own, Tunnel Runner. Monsters may corner you at any turn. Run for your life!

- RAM PLUS expanded memory
- Unique, first-person perspective
- Three-dimensional, realistic graphics
- Unlimited, ever-changing maze configurations
- A new dimension in action/strategy games

For your Atari® 2600™ available for Colecovision™ soon.



WINGS™

You are in the pilot's seat and must master your cockpit controls to stay aloft and stop an all-out cruise missile attack! Use your radar and weapons system to track down and destroy the enemy. But you better keep an eye on your flight indicators, too. Otherwise you'll end as a grease spot on the landscape!

- RAM PLUS expanded memory
- Flight Control System: altimeter, fuel gauge, air speed indicator, gyro compass, artificial horizon, power monitor
- Weapons System: heat-seeking missiles, rapid-fire cannon, short-range laser defense system, high-resolution radar screen
- 360° player control
- Pilot's-eye view

For your Atari® 2600™ available soon for Atari® 5200™ Intellivision® and Colecovision™



EXTRA... included FREE... the specially-developed BOOSTER-GRIP™ Joystick Adapter. Contoured to feel authentic. The two additional fire buttons incorporated for total control make WINGS the most advanced and exciting aerial combat in town.

TIGERVISION

Super CRASH™

Wow! Demolition race excitement and you're a winner in the middle of the action. Crash bang! Watch your — wherever you are and try to bump the other cars in the rear. Cars will explode, gears fly, tires and other objects fly through the air. Drive or fly or you will be a victim of Super Crash.



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Printed in Hong Kong

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CLARKE CAPER



The adventurous Bounty Bob's travel has taken him to the Big City. He immediately is selected to be a member of the Big City Fire Department. The first major fire he fights is in a skyscraper owned by the notorious Yukon Yohan. Knowing the trickery of the treacherous Yukon Yohan, Bounty Bob must muster all of his skills to rescue the people trapped in the burning skyscraper. Will Bob survive the multiple disasters he faces? You hold the key to his survival in your hands.

TIGERVISION

CHANGES™

Guide the caterpillar through the maze in the latest using all your wits but beware the maze is infested with monster insects! More game like ones you've played before, multiple mazes, and changing paths, horizontally scrolling mazes and surprise! And only by playing.



in Hong Kong

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SPACE LANCER[™]

Abandoned in space with only your Lancer laser gun to defend yourself against wave after wave of attacking Galaxx enemy space ships. Be quick with your fire power — Look left! Look right! Because they're coming from everywhere!! Your survival depends totally on your own skill.



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PANDA

VIDEO GAMES

TANK BRIGADE



High Command has assigned your tank the impossible job of guarding a remote command outpost. Suddenly, an entire enemy tank brigade attacks. Being the only tank close enough to save the outpost, you accept the mission with bravado. Destroy all the tanks and be the hero; get destroyed and lose the command post and maybe the war.

4 Skill Levels — One or Two Players

GALACTIC INVADERS



You are the lone Star-Fighter. Your mission—destroy the galactic invaders at the moon before they get by to attack earth. Action abounds as you go blasting away to save the earth for another day.

24 Levels — One or Two Players

SPACE CANYON



Your Turin Advanced Weapons Tank (TAWT) was out on a routine patrol cruising through Sigah Canyon when an ambush from every direction forces you to make a stand and fight. Alone—cut off! Enemy tanks to the front and behind you. Enemy craft attacking from overhead. High Command has written you off. But you know better as you fight for your life.

24 Levels — One or Two Players

BASEBALL



The National Pastime—take me out to the ballgame. Now you are the players—be anybody you choose. Hit, run, pitch, catch, steal bases. Get an opponent and butt heads in this fast-action, color graphic, two player game. Knock a grand-slam homer or pitch a no-hitter. It's up to you.

Two Levels — Two Players Only

Use Konami's JoySTICK

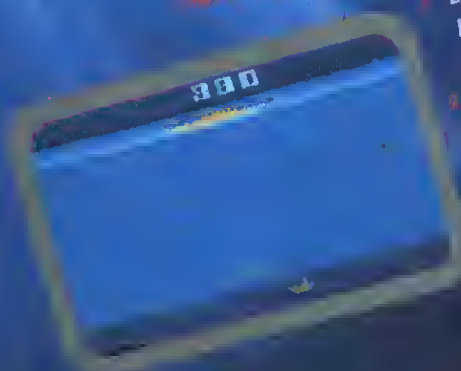


MARINE WARS

VIDEO GAME CARTRIDGE
FOR ATARI® GAME SYSTEM

Konami Industry Co., Ltd. is not related to Atari Inc.

You are a captain of a warship.
Avoid the torpedoes that enemies shoot at you. Refuel
as your warship needs fuel. When it is full, at night, see
the enemy's main light bomb. If airplanes are too fast, be careful
not to be hit.



1. Escape from the enemies by operating the ship.
Enemy warships will move horizontally. Your
ship has three kinds of speed which you can
control by the joystick downward the moment a ship
just below your warship.
2. You have three lives per game. If
enemies, your warship will sink.
3. When your score is 5,000, you will
be a player.

SUPER SCRAMBLE

This exciting game is the 3-D version of the popular amusement video game "SCRAMBLE" and the player can enjoy a feeling as if he were in the cockpit of the fighter plane.

Take off from the aircraft carrier.
Control your fighter plane and attack enemy's
territory to destroy their headquarters!!
Get ready for enemy missiles, antiaircraft guns
and enemy formation flights.
Breakthrough all the enemy's attack using
powerful missiles and machine guns.
And then, come back safe to the aircraft carrier.

SUPER SCRAMBLE is a trademark of Konami Industry Co., Ltd.





TUTANKHAM™

Players wander King Tut's tomb in search of fabulous treasure. Keys are used to unlock the passageways to the treasure. But snakes, griffins, and beetles will guard the tomb at all costs. With lasers and flash bombs, players try to defeat the protectors of the tomb to escape with the loot.

TUTANKHAM is for use with the Atari Video Computer System™ and the Sears Video Arcade™.

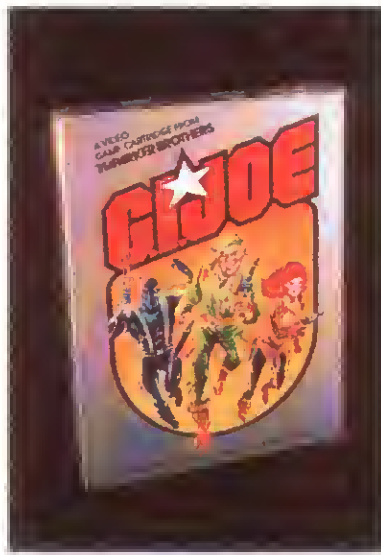
1 or 2 players.

No. 5340.

Item size: 7 1/2 x 5 1/2 x 15/16, 5.5 oz.
Pack Ct.: 6 units. Master Ct.: 48 units.
Pack Ct. size: 8 x 6 5/8 x 6 3/8.
.2 cu. ft. 2.3 lbs.
Master Ct. size: 26 1/8 x 13 7/8 x 8 5/8.
1.7 cu. ft. 17.6 lbs.
Shrink wrapped. Box bottom game description.



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G.I. JOE™

This fast-paced action game features exciting graphic effects. In a nearly impossible mission, the G.I. Joes take on their arch enemy in the form of a giant COBRA snake that looms over the G.I. Joe base. Different game variations let you command COBRA'S attack or defend the G.I. Joe camp.

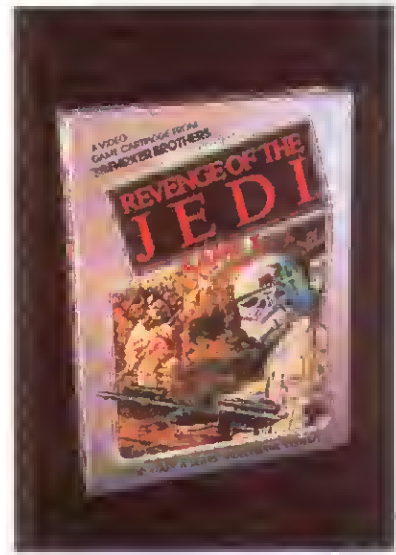
G.I. JOE is for use with the Atari Video Computer System™ and the Sears Video Arcade™.

1, 2, or 3 players.

No. 5920.

Item size: 7 1/2 x 5 1/2 x 15/16, 5.5 oz.
Pack Ct.: 6 units. Master Ct.: 48 units.
Pack Ct. size: 8 x 6 5/8 x 6 3/8.
.2 cu. ft. 2.3 lbs.
Master Ct. size: 26 1/8 x 13 7/8 x 8 5/8.
1.7 cu. ft. 17.6 lbs.
Shrink wrapped. Box bottom game description.

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REVENGE OF THE JEDI™ GAME I

Game play based on exciting scenes from the popular movie "Revenge of the Jedi."

REVENGE OF THE JEDI™ GAME I is for use with the Atari Video Computer System™ and the Sears Video Arcade™.

No. 5060.

Item size: 7 1/2 x 5 1/2 x 15/16, 5.5 oz.
Pack Ct.: 6 units. Master Ct.: 48 units.
Pack Ct. size: 8 x 6 5/8 x 6 3/8.
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Master Ct. size: 26 1/8 x 13 7/8 x 8 5/8.
1.7 cu. ft. 17.6 lbs.
Shrink wrapped. Box bottom game description.

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For Intellivision

FOOTBALL MADBALL

For ColecoVision

For the Atari 5200

KICKMAN

For Intellivision

GORF

For Commodore VIC-20 • ROM Cartridge • 1 Player

K-RAZY ANTIKS

For Atari 400/800 • ROM Cartridge • 1 Player

MOUNTAIN KING

For the Atari 5200

OF MURDER

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Summer 1983

Hot Video Game Profits Without Getting Burned

Let's face it. Video games are an expensive and risky proposition for you. Competition is fierce. For every video game hit, there have been dozens of misses. To make a hot profit, retailers need three things from a software company — hot games, hot marketing and hot sales policies!

CBS Electronics

No stiff. Our games are true originals, not just rip-offs of other video games. They've got what it takes:

RAM PLUS™

CBS technology breaks through the limits of the Atari® 2600™ without add-ons — the next generation of video adventure! WINGS™ and TUNNEL RUNNER™ are the first in a series of games to utilize the game play and graphic advances provided by the new RAM PLUS Power Chip*!

ARCADE LICENSES

We work with our licensors to insure that the challenge at home is equal to the challenge at the arcade! We've built our arcade line around solid hits like Bally/Midways SOLAR FOX™ and OMEGA RACE™ and Exidy's TARG™!

THE MOST FORMATS

Six in all! Atari® 2600™, Intellivision®, ColecoVision™, Atari® 400/800™ (plus the new 1200XL™), Commodore VIC-20™. And we're the first second-party company to produce sophisticated software for the Atari® 5200™!

No ticks.

We're committed to building consumer demand for our games. Our national advertising transports the consumer from the fantasy of our games into your store. Bold, attention-grabbing packages insure that the challenge inside is evident on the outside. And innovative consumer sales promotions keep CBS Electronics foremost in the minds of kids and parents.

Customer Protection Plan

No risks. We realize that for you to have confidence in us, we have to demonstrate our self-confidence first. Our sales policy allows you to manage your business without risk of getting burned. Our Sales Representatives will be happy to give you a full understanding of our commitment to you and your sales.

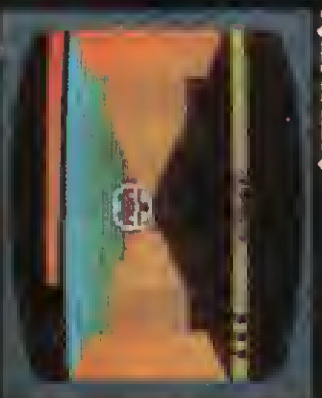
Hot Profits!

No kidding. We couldn't make this statement if we didn't stand behind each and every one of our games. After all, we're CBS. And in an industry filled with few hits and frequent misses, isn't it nice to have a familiar friend keeping an eye out for you?

CBS Electronics

Where the excitement never ends

TUNNEL RUNNER™



YOU, not a mere figure on the screen, are trapped in a mysterious labyrinth. Dash through this network of tortuous tunnels and find the door to freedom! Three-dimensional graphics with unlimited maze configurations.

ATARI® 2600™ with RAM PLUS™ Chip

WINGS™



Computer-generated flight simulation! YOU are in the pilot's seat and must master your cockpit controls to stay aloft and stop a missile attack! Three-dimensional graphics, realistic gauges, 360° player control.

ATARI® 2600™ with RAM PLUS™ Chip

ATARI® 5200™

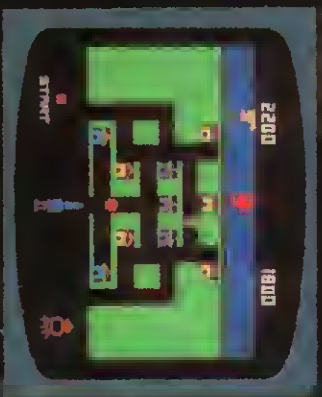
INTELLIVISION®

COLECOVISION™

ATARI® 400/800/1200XL™

* In-Pack Booster-Grip™ Joystick Adaptor

BLUE PRINT™



A Bally/Midway™ Arcade Game. Nonstop cliffhanger that really tests your memory! Find the parts to your machine, stop Ollie Ogre from chasing your sweetheart, beware of Fuzzy Wuzzy. Uncover the secret password!

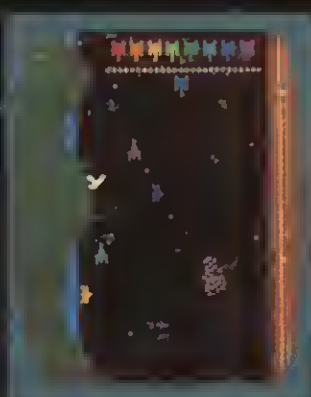
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INTELLIVISION®

ATARI® 400/800/1200XL™

K-STAR PATROL™

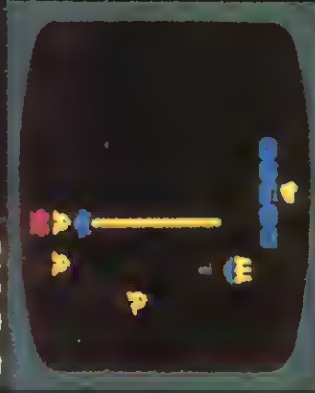


Lead your Star Ships over a hostile alien planet and defend them against Alien Attack Forces. You'll need nerves of steel as you battle through 10 sectors of enemy territory! And beware the energy-absorbing Intergalactic Leech!

ATARI® 400/800™

COMMODORE VIC-20™

GORF™ ★



A Bally/Midway™ Arcade Game.
Four unique space challenges in one game! The evil Gortian empire has launched an all-out attack. Repel the invasion, mount a counteroffensive and confront the enemy flagship!

ATARI® 2600™

ATARI® 5200™

INTELLIVISION®

OMEGA RACE™ ★



A Bally/Midway™ Arcade Game.
Endurance, skill and luck! Navigate your Fighter Ship past Droid Ships, Vapor Mines, and spinning Death Ship! Smarter Omegas waste no time sending new challenges.

ATARI® 2600™ • with RAM PLUS™ Chip

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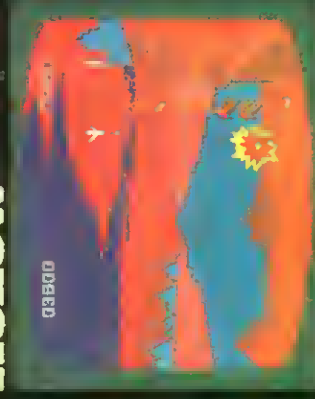
KICKMAN™ ★



A Bally/Midway™ Arcade Game.
Fast reflexes and dexterity are needed to unicycle back and forth to catch falling balloons on your head. If you miss one — Quick! — kick it back up and try again. Challenge Racks, too!

ATARI® 2600™

Satan's Hollow™ ★

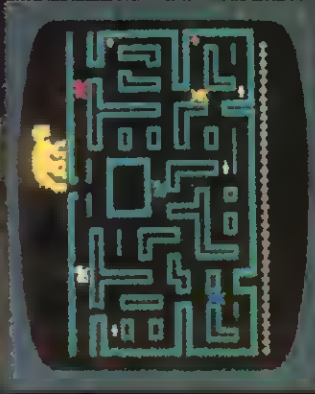


A Bally/Midway™ Arcade Game.
A devilish new battle game! Stop the swarming gargoyles. Build the Bridge of Fire. As night begins to fall, cross over into the valley to defeat the Master of Darkness!

ATARI® 5200™

ATARI® 400/800/1200XL™

K-RAZY ANTIKS™ †



A multi-level maze game in which you must defend your anthill against an onslaught of enemy ants! If they don't get you, their exploding eggs might. Watch out for the anteleater's sticky tongue and the rainstorm, too!

ATARI® 400/800™

COMMODORE VIC-20™

SOLAR FOX™ ★



A Bally/Midway™ Arcade Game.
Speed your Starship through 26 pulsating and perilous solar-cell mazes with fireballs hot on your tail! Only precision timing will enable you to unlock the hidden code word!

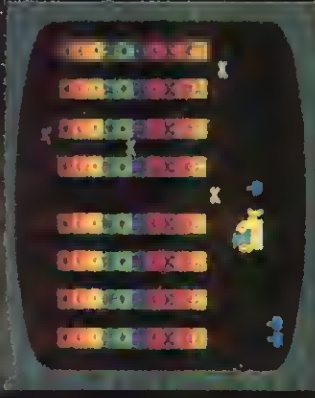
ATARI® 2600™

ATARI® 5200™

INTELLIVISION™

ATARI® 400/800/1200XL™

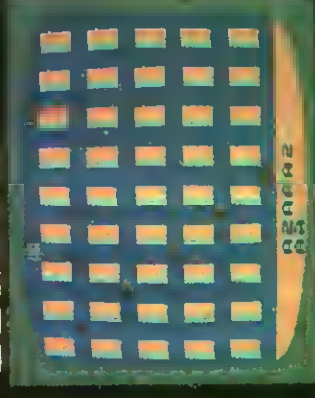
K-RAZY KRITTERS™ †



You're in charge of the Command Ship and it takes fast thinking to blast the Alien Attackers and save the Star Base. Fail, and you'll be carted off to the Intergalactic Junkyard! 10 levels of challenge!

ATARI® 400/800™

TARG™



An Exidy™ Arcade Game.
With skill and stamina, you save the city from the marauding Targ ramships. Targa can ram you unless you destroy them first! The longer you last, the more threatening the Targa become!

ATARI® 2600™

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Some video game publications pride themselves on being there "first". We're a little different. Since Digital Press readers consist primarily of multi-system owners of hundreds (sometimes thousands) of game cartridges, our world has become one where time means nothing. Atari 2600 and Sony PlayStation games can be reviewed on the same page. We are fans of gaming, not of any particular system. Do you have a constant desire to play? Then join us - subscribe now! It's just ten bucks for six issues.

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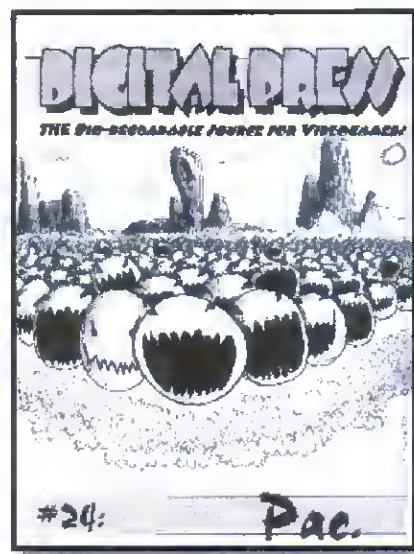
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Please make check or money order out (\$10 for six issues) to JOE SANTULLI.

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NOTE-WORTHY

E3 goods

Hey, we picked up some really cool goodies at this year's E3. I tried to get as much stuff on my coffee table as possible for this shot. Highlights: the Neo-Geo Pocket carrying case (upper right), The Pokemon goodies which included a hologram card and an actual metal coin (lower right), the Ms. Pac-Man Maze Madness demo (upper left), the Shenmue press kit (lower middle), the passes to get into Imagine media's party (dead center), and the Frogger 2 umbrella (mid-top center).



Digital Press is dedicated to the memory of my best friend
and DP co-creator, Kevin Oleniacz.
Kevin's spirit will be with us through every homing missile fired, knockout punch delivered, UFO destroyed, and finish line crossed.

Play recklessly. Think positively. Live EVERY moment to the fullest.